Achieving Simulation Environments—A Case Study

LAWRENCE DIGENNARO

ABSTRACT

Rapid changes in technology and strong economic pressures are accelerating new developments in laboratory medicine. As the nature of the work constantly evolves, the need for more hands-on, simulation-based learning holds the promise to both expose students to time-honored methods while introducing them to new methods that allow them to experience cutting-edge technologies firsthand. Considering the future of what is possible in simulation-based learning, today's educators are left wondering how they can ever afford the steep funding and learning curve necessary to change the current educational experience.

With this poster session, we provide an in-depth look at how the University of Toledo achieved a new level in hands-on simulation-based learning with its new 65,000 ft^2, $34 million Interprofessional Immersive Simulation Center, which opened in April 2014 with a host of new teaching technologies and learning spaces:

- Several three-dimensional (3D)/virtual immersive reality computer aided design (CAD) walls**,** including a large, curved 3D CAD wall.
- The first 5-sided, seamless light-emitting diode immersive environment, designed especially for this project.
- An iSpace™, providing an immersive environment for training, education, and research.
- A virtual hospital equipped with human patient simulators, state-of-the-art clinical equipment, and debriefing rooms.
- Surgical and procedural skills suites.
- A simulated home care environment.
- Interprofessional collaboration suites.

We will walk you through their process from identifying the need (Ohio's healthcare worker shortage), to the initial funding request, to the renovation of an existing 12,000 ft^2 building to support a beta test, and finally to the realization of the completed facility.

Clin Lab Sci 2018;31(2):97

***Lawrence DiGennaro**, BHDP, Cincinnati, OH*

***Address for Correspondence: Lawrence DiGennaro**, BHDP, ldigennaro@bhdp.com*